Amendments to the Claims:

Rewrite the claims as set forth below. This listing of claims replaces all prior versions and listings of claims in the application:

Listing of the Claims:

1.   (currently amended) A method for object based visibility culling comprising:

receiving a plurality of draw packets;

comparing each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object ~~comprises~~ is a geometric representation of a specific object identified as geometry whose visibility status is desired;

for each of the plurality of draw packets, if the draw packet is deemed potentially visible, setting a visibility query identifier; and

rendering ~~the~~ one or more draw packets having the set visibility query identifier.

2.   (currently amended) The method of claim 1 further comprising[[:]], prior to rendering the one or more draw ~~packets:~~packets, providing the plurality of draw packets to a command processor such that the command processor checks for the set visibility query identifier.

3.   (currently amended) The method of claim [[2]]1 wherein prior to rendering the one or more draw ~~packet~~packets the method further includes[[:]] fetching a plurality of indices for the one or more draw ~~packet~~packets.

4.   (currently amended) The method of claim [[2]]3 wherein when the visibility query identifier is not set, indicating that a particular the draw packet[[s]] as is not being visible, the command processor discards the draw packet prior to fetching a plurality of indices.

5.   (currently amended) The method of claim 2 further comprising[[:]], prior to providing the plurality of draw packets to the command processor[[:]], stalling for a predetermined time interval to insure the setting of the visibility query identifier.

6.   (previously presented) The method of claim 1 wherein comparing each of the plurality of draw packets to the bounding volume object includes at least one of the following: back-face culling, view frustrum comparison, user-clip plane discard, and hierarchical-z discard.

7.   (currently amended) A method for object based visibility culling comprising:

receiving a plurality of draw packets;

comparing each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object comprises is a geometric representation of a specific object identified as geometry whose visibility status is desired;

for each of the plurality of draw packets, if the draw packet is deemed potentially visible, setting a visibility query identifier;

providing the plurality of draw packets to a command processor such that the command processor checks for the set visibility query identifier; and

rendering the one or more draw packets having the set visibility query identifier, including fetching a plurality of indices for the one or more draw packets, wherein when the

visibility query identifier is not set, indicating ~~the~~ that a particular draw packet[[s]] ~~as~~ is not ~~being~~ visible, the command processor discards the draw packet.

8.   (cancelled)

9.   (currently amended) The method of claim 7 further comprising[[:]], prior to providing the plurality of draw packets to the command processor[[:]], stalling for a predetermined time interval to insure the setting of the visibility query identifier.

10.   (previously presented) The method of claim 7 wherein comparing each of the plurality of draw packets to the bounding volume object includes at least one of the following: back-face culling, view frustrum comparison, user-clip plane discard, and hierarchical-z discard.

11.   (currently amended) An apparatus for object based visibility culling, the apparatus comprising:

a general processing unit; and

a memory device storing executable instructions such that the general processing unit, in response to the executable instructions:

        receives a plurality of draw packets;

        compares each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object ~~comprises~~ is a geometric representation of a specific object identified as geometry whose visibility status is desired;

for each of the plurality of draw packets, if the draw packet is deemed potentially visible, sets a visibility query identifier; and

renders the ~~the~~ one or more draw packets having the set visibility query identifier.

12.   (currently amended) The apparatus of claim 11 wherein the processor, in response to the executable instruction[[:]] and prior to rendering the draw packets, provides the plurality of draw packets to a command processor such that the command processor checks for the set visibility query identifier.

13.   (currently amended) The apparatus of claim [[12]]11 wherein the processor, in response to the executable instructions[[:]], fetches a plurality of indices for the one or more draw ~~packet~~packets.

14.   (currently amended) The apparatus of claim 12 wherein the processor, in response to the executable instructions[[:]] and when the visibility query identifier is not set, ~~indicates the~~ indicating that a particular draw ~~packets~~packet ~~as~~ is not ~~being~~ visible, the command processor discards the draw packet.

15.   (currently amended) The apparatus of claim 12 wherein the processor, in response to the executable instructions[[:]] and prior to providing the plurality of draw packets to the command processor, stalls for a predetermined time interval to insure the setting of the visibility query identifier.

16. (previously presented) The apparatus of claim 11 wherein comparing each of the plurality of draw packets to the bounding volume object includes at least one of the following: back-face culling, view frustrum comparison, user-clip plane discard, and hierarchical-z discard.

17. (currently amended) A method for object based visibility culling comprising:

receiving a plurality of draw packets;

comparing each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object ~~comprises~~ is a geometric representation of a specific object identified as geometry whose visibility is desired and wherein the geometric representation of the specific object is a low resolution model of the specific object that is rendered prior to a detailed model of the specific object;

for each of the plurality of draw packets, if the draw packet is deemed potentially visible, setting a visibility query identifier; and

rendering ~~the~~ one or more draw packets having the set visibility query identifier.

18. (currently amended) The method of claim 17 wherein:

prior to rendering the one or more draw packets, the method further includes providing the plurality of draw packets to a command processor such that the command processor checks for the set visibility query identifier, and

when the visibility query identifier is not set, indicating ~~the~~ that a particular draw ~~packets packet as~~ is not ~~being~~ visible, the command processor discards the draw packet ~~prior to fetching a plurality of indices~~.

19. (currently amended) The method of claim [[17,]]18 wherein prior to providing the plurality of draw packets to the command processor, the method further includes stalling for a predetermined time interval to insure the setting of the visibility query identifier.